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CSC 155 -Read me A3

User Inputs: Similar to A2

W	Camera Forward
S	Camera Back
A	Camera Move Left
D	Camera Move Right
Q	Camera move up
E	Camera Move Down
Arrow Keys - Camera Rotation	Up,Down,Left,Right
O	Axes Off/On
L	Lights Off/On, freezes lights
Mouse Movement	Box/Point that displays light
Scroll Wheel Up	Box/Point moves closer to user +Z
Scroll Wheel Down	Box/Point moves away from user -Z

1) I imported the Model Class given from a chapter program, and implemented the shuttle obj file given for one of the objects. I also drew out two torus and a cube with the vertices written out.
2) For textures I used the shuttle texture from the ModelsTextures called 'spstob_1.jpg', which I was able to overlay on the shuttle. For one of the torus I was able to overlay with the ice texture also from the ModelsTextures under 'Luna/ice.jpg'. For the last two objects I had them use material bronze and gold from the material class. The torus got mixed in with the vertices when bringing in the texture files.
3) The shadows reflect off of the shuttle and also also implemented on the other objects. The shuttles shadow displays on the background torus and if moved around reflects on the side torus as well.
4) There is a ambient light also on at the point in the program but the positional light is moved by the mouse/box implemented. The positional light isn't always turned off but gets frozen in place and not able to move if off.
5) The viewing is similar to that of a2 in which it uses the input mouse keys and now the mouse as well. Input keys up above. Have to click in the program first to make inputs work.

6) Screenshot image attached in the root folder.